FREE! STC TATTOOS FOR A COOL NEW YOU!

No. 22 April 1st 1994

Britain's OFFICIAL SEGA COMIC

£1.10 Every Fortnight

sonic the comic

starring SONIC THE HEDGEHOG

CRACKED!

ROBOTNIK'S BIG CHANGE!

P STC Archive

CONTROL Zone

Your online guide to the unconditional world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!

Don't be fooled! This issue's cover date may make you think you're in for a big wind up but you're not. No siree bob, STC is serious... serious about bringing you another totally nerve-shattering issue of the U.K.'s Top Video Game Comic!

For starters we've got our coolest free gift yet - tattoos to mark you out from the crowd as a Sega maniac and STC Boomer! They're temporary, they're safe and they tell the world you're not someone to be messed with!

Check out Doctor Robotnik's 'new look' opposite. Who's he kidding? Do you think he looks more 'impressive'? Let STC know.

Wonder Boy returns for a whole new series and a whole new world - 'Ghost World'. Imagine *Jurassic Park* meets *Ghostbusters* and you won't even be close to the problems Shion will be facing!

Storming newagents everywhere is STC's new **Eternal Champions Special**. It contains three new strips - including the origin of The Champs - plus profiles, a list of every game move for every character - and more! It's the ultimate for any true fan of Sega's trans-time superteam.

And finally, it has been announced that Sonic The Hedgehog will soon be appearing in a big budget, live action Hollywood movie. Major stars like Tom Cruise, Jack Nicholson and Dustin Hoffman are reportedly so keen to get the starring role that they have dyed themselves blue and stuck spikes on their heads! *April Fool!

Megadroid

*That last paragraph should only be read before noon on April 1st, otherwise I'll look like a total fool. Now we can't have that, can we Boomers? Er, I said...

Total Coolness With STC's TTC*

*Titanic Tattoo Collection!

Mark yourself out from the crowd with the **Titanic Tattoo Collection**. These specially selected tattoos, hand-crafted by robots, are only available to readers of the U.K's top-selling video game comic - STC. Designed to let you show off that you're an STC Boomer, a Sega player and a major Sonic fan - all in one!

HOW TO USE YOUR STC TATTOOS:-

1. Remove the covering sheet.
2. Select your tattoo and carefully cut it out.
3. Press tattoo face down onto your skin in the desired area of your body.
4. Thoroughly wet the backing sheet with a damp cloth continually pressing the tattoo in place.
5. Lift a corner of the backing paper to see if the design has transferred to your skin. If not re-wet the backing paper and press down again.
6. Once the backing paper is removed - you're Titanic Tattooed!
7. Repeat steps 1 - 6 for each tattoo required.

HOW TO REMOVE:-

Simply wash off with soap and warm water. If the tattoos are allowed to stay on the skin for several days, the use of cold cream or make-up remover will assist removal (warning: use of these last items in public will not help you achieve total coolness!).

PLEASE NOTE:-

These tattoos are safe, non-toxic and **easily removed.** Real tattoos are not. They can permanently mark you and lead to all kinds of skin problems. For this reason if you like the look of tattoos, stick to removable ones only - they are fun and harmless. You know it makes sense.

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- **Asst. Editor:** Deborah Tate
- **Designer:** Clare Gillmore
- **Cover Art:** Carl Flint
- **Managing Editor:** Steve MacManus
- **Publisher:** Chris Power

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The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up · down · non mover · re-entry · new entry

CHARTS COMPILED BY GALLUP

MEGA DRIVE

1 — ALADDIN
2 — SENSIBLE SOCCER
3 ● ETERNAL CHAMPIONS
4 ▼ SONIC SPINBALL
5 ▲ MORTAL KOMBAT
6 ▼ STREETFIGHTER 2 CHAMP.ED
7 ● WINTER OLYMPICS
8 — JUNGLE STRIKE
9 ▼ TOE JAM & EARL 2
10 ▼ ZOMBIES

MEGA CD

1 — LETHAL ENFORCERS
2 ▲ SONIC CD
3 ▲ THUNDERHAWK
4 ▼ NIGHT TRAP
5 — SILPHEED
6 ▲ WONDER DOG
7 — ECCO THE DOLPHIN
8 — SEWER SHARK
9 ▲ FINAL FIGHT
10 ▼ BATMAN RETURNS

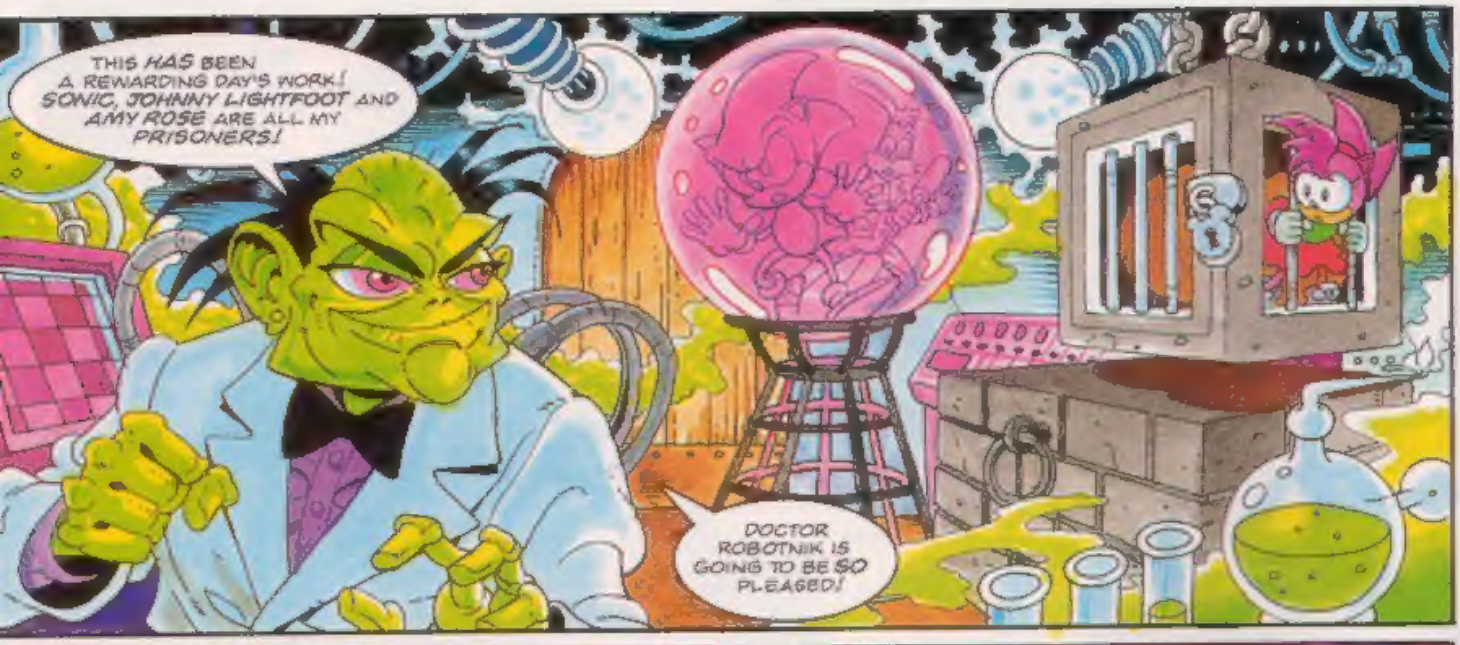
MASTER SYSTEM

1 — SONIC CHAOS
2 ▲ JUNGLE BOOK
3 ▲ ALIEN 3
4 ● SPIDER-MAN
5 ▼ MORTAL KOMBAT
6 ▼ DESERT STRIKE
7 ● PGA TOUR GOLF
8 ▲ CALIFORNIA GAMES
9 ▼ OLYMPIC GOLD
10 ▲ TECMO WORLD

GAME GEAR

1 ▲ SONIC CHAOS
2 ▼ DESERT STRIKE
3 ▲ OLYMPIC GOLD
4 ▲ F1
5 ▼ BATMAN RETURNS
6 ▼ JUNGLE BOOK
7 ● COOL SPOT
8 ▲ MORTAL KOMBAT
9 ● WINTER OLYMPICS
10 ▼ SHINOBI 2

THE SPECIAL ZONE: LOCATION OF DOCTOR ROBOTNIK'S CURRENT BASE OF OPERATIONS.
A SHORT TIME AGO DOCTOR ROBOTNIK ENCASED HIMSELF IN A GIANT EGG SHELL.
KRAK!
NOW SOMETHING STIRS...
KRAKK!
DOCTOR ROBOTNIK HAS CHANGED!
I FEEL DIFFERENT... MORE POWERFUL... MORE DEADLY... MORE ROTTEN THAN EVER!
Sonic
THE HEDGEHOG
GIRL TROUBLE PART 2


THIS HAS BEEN A REWARDING DAY'S WORK! SONIC, JOHNNY LIGHTFOOT AND AMY ROSE ARE ALL MY PRISONERS!
DOCTOR ROBOTNIK IS GOING TO BE SO PLEASED!

MY DEAR SWEET SONIC CAME TO RESCUE ME AND HE'S NEVER FAILED YET!
SUCH LOYALTY! HOW TOUCHING. BUT I'M AFRAID YOUR BOYFRIEND'S RESCUING DAYS ARE OVER!

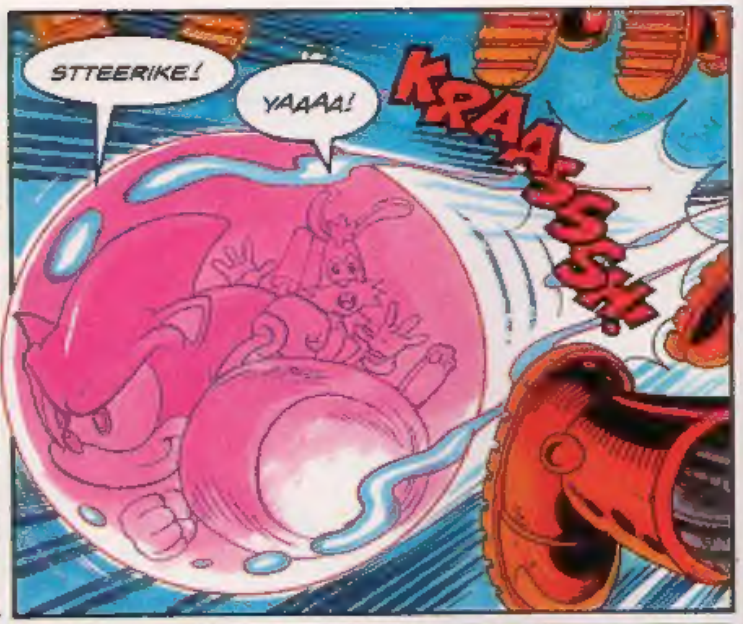
LISTEN, GRIMER! SHE IS NOT MY GIRLFRIEND! I DON'T EVEN LIKE THE SILLY GIR...

...AND SINCE SHE MEANS NOTHING TO YOU, I MIGHT AS WELL LET HER GO, I SUPPOSE?
COME ON, YOU DON'T REALLY EXPECT ME TO FALL FOR THAT, DO YOU?

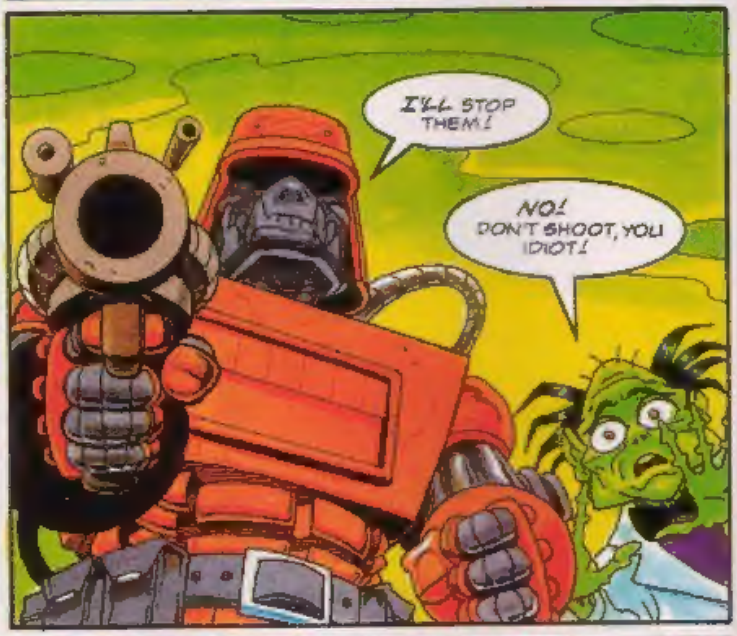
HOW CAN ANYBODY BELIEVE I'D GO OUT WITH SOMEBODY LIKE HER! SHE'S NOTHING BUT TROUBLE!
SONIC, MAYBE WE CAN CONTINUE THIS AFTER THE ESCAPE, HUH?

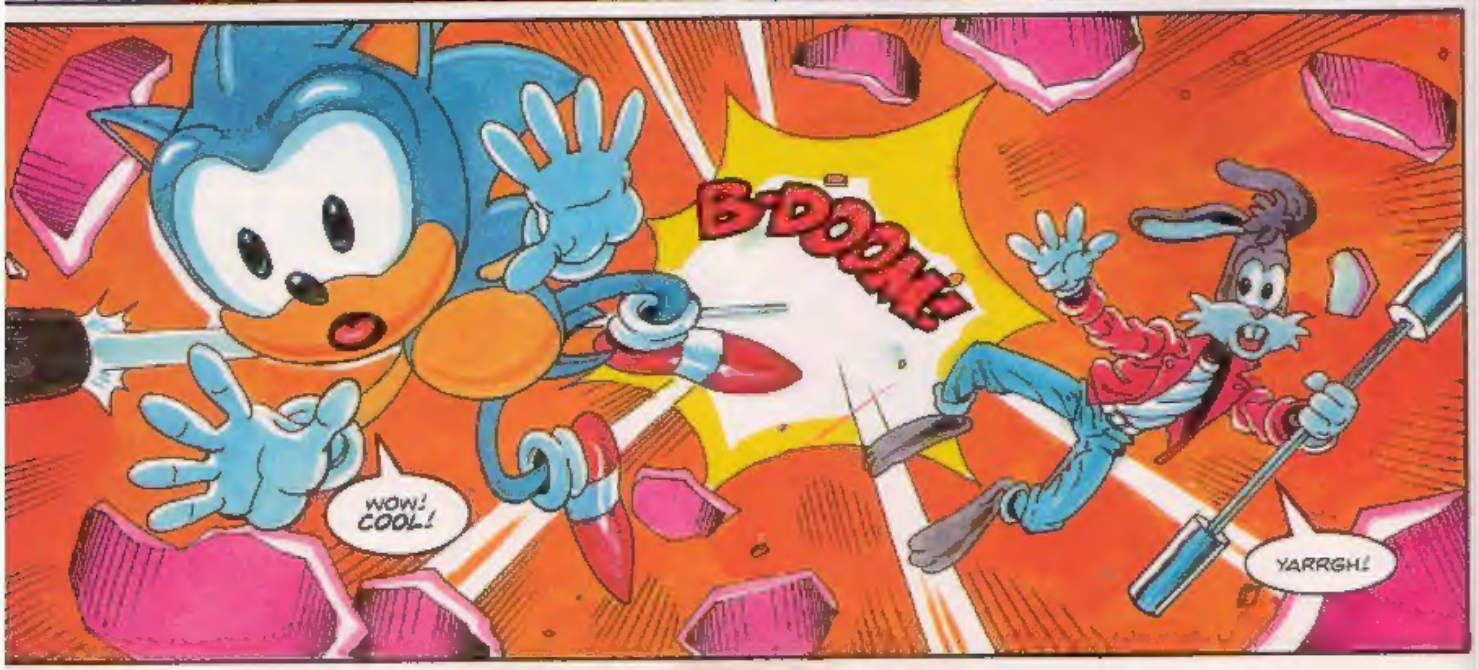
NOBODY WILL BE DOING ANY ESCAPING TODAY, RABBIT, NOBODY!
DOCTOR ROBOTNIK?
HEY, WHAT HAPPENED TO YOU, EGG BREATH? YOU GOTTA STOP TAKIN' THOSE UGLY PILLS!
YOU WILL RESPECT ME, YOU BLUE PINCUSHION!
IN A FEW MINUTES ALL THREE OF YOU WILL BE CONVERTED INTO ONE OF MY NEW SUPER BADNIKS...
...AND ONCE THE TRANSFORMATION IS COMPLETE, YOU CAN NEVER CHANGE BACK. HA HA HA HA HA!
PUSH, JOHNNY! WE'VE BEEN TRAPPED IN THIS OVERGROWN SOAP BUBBLE LONG ENOUGH!
WHAT GOOD WILL THAT DO, SONIC?
BOOOING!
WATCH THE MASTER— AND LEARN!

EVER TRIED TEN PIN BOWLING, JOHNNY?
SONIC? YOU'RE NOT SERIOUS!

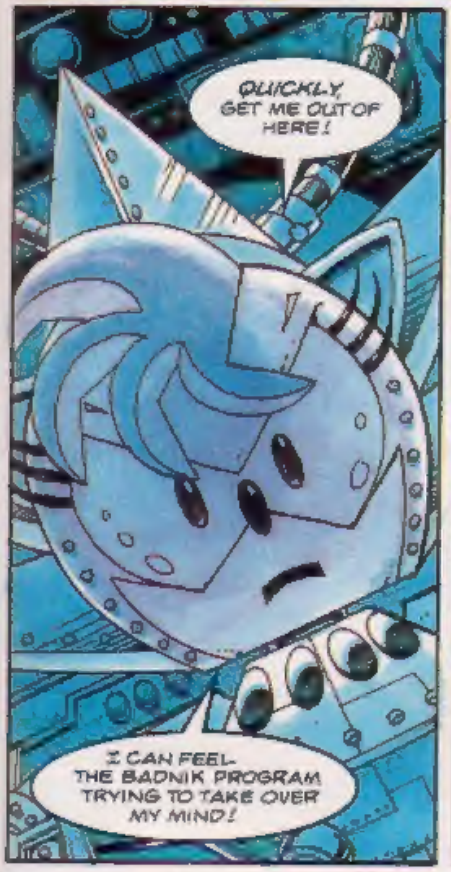

STTEERIKE!
YAAAA!
KRAA-SSH!

URP! S-SONIC! I THINK I'M GOING TO BE ILL!
SOMEBODY... GET THEM!

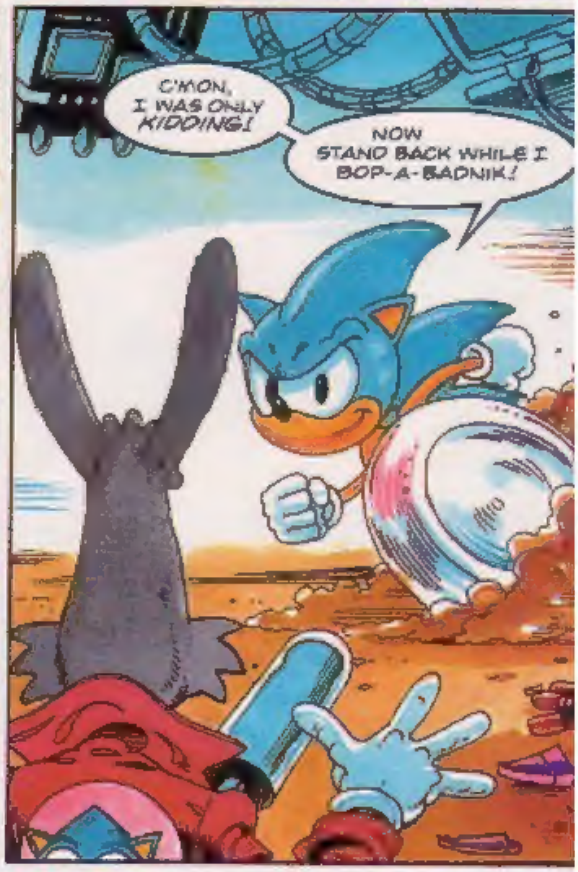

I'LL STOP THEM!
NO! DON'T SHOOT, YOU IDIOT!

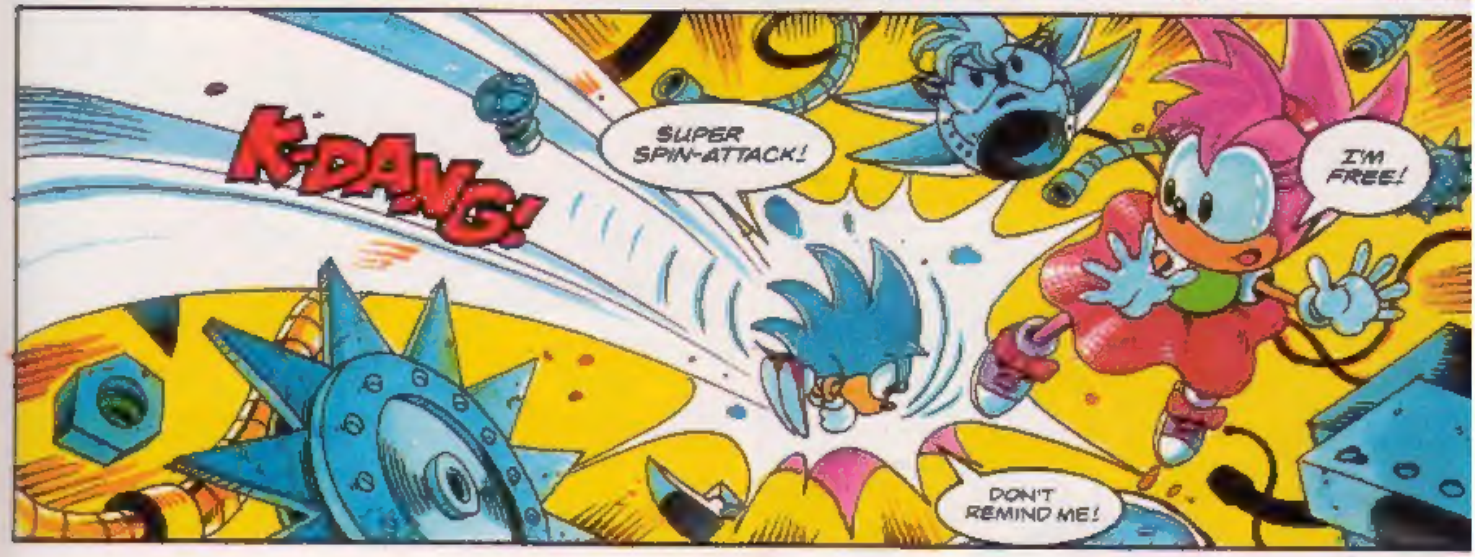

B-DOOM!
WOW! COOL!
YARRGH!

YOU OKAY, DUDE?
I WILL BE WHEN MY HEAD STOPS SPINNING...
HELP!


QUICKLY, GET ME OUT OF HERE!
I CAN FEEL THE BADNIK PROGRAM TRYING TO TAKE OVER MY MIND!

QUICK SONIC, DO SOMETHING! AMY HASN'T GOT MUCH TIME LEFT!
DO WE HAVE TO? I MEAN, COULDN'T WE JUST PRETEND THAT WE NEVER SAW HER?
SONIC!


C'MON, I WAS ONLY KIDDING!
NOW STAND BACK WHILE I BOP-A-BADNIK!


K-DANG!
SUPER SPIN-ATTACK!
I'M FREE!
DON'T REMIND ME!

HOLD ON!
THEY'RE GETTING AWAY...
SOMEBODY STOP THEM! STOP! STOP... SOMEBODY... GETTING AWAY...
SOMEBODY...
I SAID 'DON'T SHOOT'...
DONK!
B-DANK!
B-DUNK!
AND I MEANT...
...DON'T SHOOT!
DO MY EYES DECEIVE ME OR ARE YOU SMASHING THE LAST BADNIK THAT COULD HAVE CAUGHT SONIC?
ER... I... GOT A LITTLE CARRIED AWAY!
CARRIED AWAY? CARRIED AWAY!
WHEN I'M FINISHED WITH YOU, YOU'LL NEED TO BE CARRIED AWAY!

BACK AT SONIC'S UNDERGROUND BASE...

AMY'S GOING TO HAVE TO JOIN US, SONIC. NOW THAT ROBOTNIK THINKS SHE'S YOUR GIRLFRIEND, SHE'S NOT SAFE IN THE VILLAGE.

OKAY, BUT GET THIS STRAIGHT AMY, *YOU ARE NOT MY GIRL-FRIEND!*

ALL RIGHT SONIC, IF YOU SAY SO... I'M NOT YOUR GIRLFRIEND...

NOT YET, ANYWAY!

ELSEWHERE, DARK DEEDS ARE BEING HATCHED.

THE FINAL TESTS ARE *POSITIVE*, DOCTOR ROBOTNIK!

YES! EVEN SONIC WILL BE NO MATCH FOR...

"OPERATION METALLIX!"

NEXT ISSUE: MEET CAPTAIN PLUNDER!

REVIEW Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems. STC Reviewers this issue: Jenny Fromer/Nick Pratz & David Gibbon.

MD Mega Drive | MCD Mega CD | MS Master System | GG Game Gear

STC Rating System

- under 40% - Yawnsville
- 40 - 70% - Normalville
- 70 - 80% - Fun City
- 80 - 90% - Big Time City
- over 90% - Mega City!

WINTER OLYMPICS

game type: SPORTS SIMULATION
1-4 PLAYERS

MD

Welcome to the 1994 Winter Olympics in Lillehammer, made up of 10 events of alpine endurance and speed. Your mission (should you choose to accept), is to compete against top athletes from around the world. To begin, you can elect to enter all 10 events, or a select few, which range from downhill skiing to the bobsleigh.

This cart is so dated that to compare it to other sims one would have to go back five years to the likes of *California Games* and *Track and Field*. Back to the future, and there is very little improvement.

For a start, the downhill and slalom courses are way too similar and leave no room for error. Perspective and graphics are truly 8-bit. There is no feeling of speed and you come upon emerging screens sight unseen which makes it all but impossible to line up for approaching obstacles. The bobsleigh and luge run on exactly the same course, which makes for exactly the same race. While the biathlon and moguls are not for gamers with arthritic finger joints.

The main problem is the method of control - it differs from one event to the next - which includes much button tapping and wagging of the joypad. Using a souped-up joystick with turbo buttons might make this game slightly easier. Either way though, it's not exciting enough to hold the attention of most players for long.

That said, there is a modicum of fun to be had from the ski jump (the control functions are better placed), and the 1-4 player option which lets you ignore the computer and take on your friends. The graphics are at their best during the opening and closing ceremonies, but odds are you'll opt to scan quickly through these.

It's a shame **Winter Olympics** isn't a better game. It's timely release points to the untapped potential. In the end only hard-core sports fans will get anything much from the experience.

- JF/NP

FAST FAX

PUBLISHER	PRICE
US GOLD	£44.99

GRAPHICS	70
SOUND	70
PLAYABILITY	65

RAVES: Some fun to be had from the more-than-one player mode.

GRAVES: Difficult, repetitive and unevolving.

OVERALL 68%

DINO BASHER

game type: PLATFORM
1-2 PLAYERS

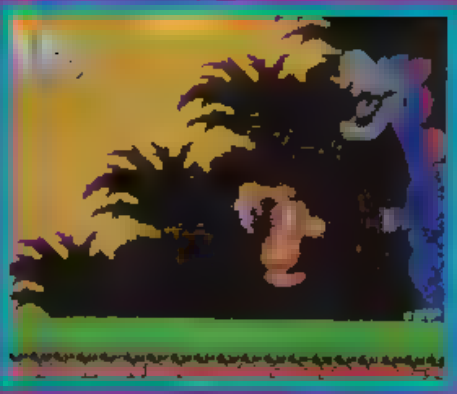
MS GG

If you've ever fancied living in the Stone Age and hitting Dinosaurs over the head all day, then you just might enjoy this new release from Codemasters.

In **Dino Basher**, you take the part of the infamous Bignose the Caveman, and the idea is to get through four islands, collecting bones and rocks, to help Bignose catch his dinner (a bit like going to your local supermarket really!).

The game is a basic platform romp where you start with three lives and a club. From here, you must complete each level on the island within a set time limit or lose a life. There are a number of rocks lying around the place which, when hit, will reveal a surprise. This can be anything from extra bones to something deadly. The bones come in very handy as these can be traded in at a shop. Three lanes will appear after 2-3 levels on each island, each one leading to a different shop. Entering one will allow you to buy such things as a more powerful club or an extra life to various magic spells.

After completing each level you'll have travelled through a mile of the island. Most islands consist of 4-5 miles (or levels). A boss or two will need to be confronted on each island, but these are very easy to defeat. Just keep throwing rocks and jump over their



JUNGLE BOOK

game type: PLATFORM
1 PLAYER

including snakes and monkeys. Each level must be completed within nine minutes or you lose a life

FAST FAX

PUBLISHER PRICE

GRAPHICS 86

SOUND 83

PLAYABILITY 84

RAVES GRAVES

OVERALL 85%

FAST FAX

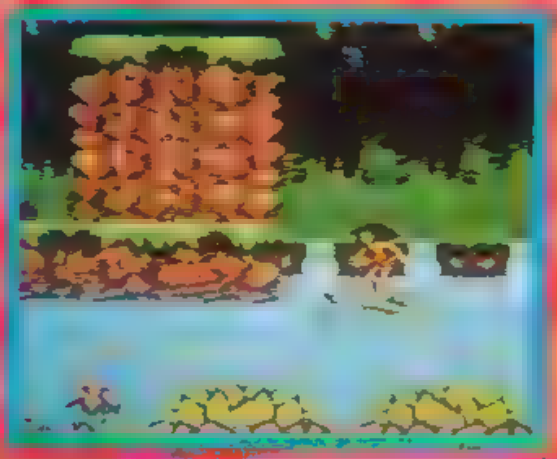
PUBLISHER PRICE

GRAPHICS 72

SOUND 74

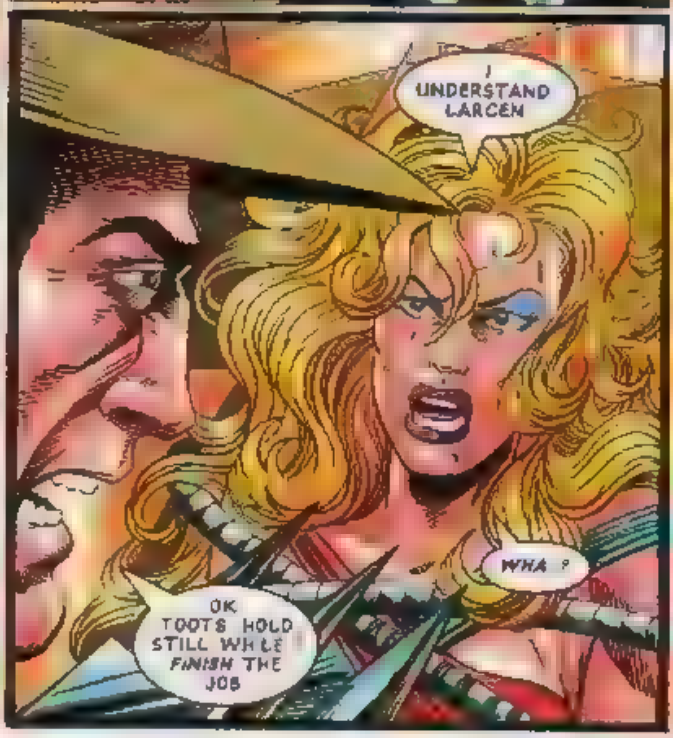
PLAYABILITY 78

OVERALL 76%



ETERNAL CHAMPIONS

PART 4



IN YOUR TIME YOU BELIEVED WOMEN WERE THE INFERIOR SEX YES?
GAKK! HEY! EASY
BUT THIS IS THE FUTURE LET ME SHOW YOU JUST WHAT THIS LADY CAN DO
AGGH!
TOKYO, 1994 SHADOW, SLASH AND BLADE ESCAPE INTO THE VAST NAKANO INDUSTRIES COMPLEX
NOW WE'RE FREE, WE HAVE THE CHANCE TO STOP NAKANO DEVELOPING BIO-KEY TECHNOLOGY
STOP!
IT IS NOT SO SIMPLE NAKANO HAS MANY SECRETS TO HIDE
THOUGH THEY SHALL NOT STAY SECRET FOR LONG
EEARGH!
OOOF!

COMPUTER OPERATIONS

LOOKS LIKE YOU'RE RIGHT SHADOW WE'VE REACHED SECRETS CENTRAL"

NAKANO'S GOT THE BIO-KEY PLANS STORED SOMEWHERE IN THESE DATABANKS WE'VE JUST GOT TO FIND OUT WHAT HE PLANS TO DO WITH THEM

NO! THE ALARMS WILL SUMMON THE GUARDS

SORRY GUYS GOT TO GET THAT INFORMATION

ANYONE TRIES TO GET CLOSE, SLASH, YOU KNOW WHAT TO DO

HURR HURR! CLUB! CLUB!

VIBER DOME

THIS PLEXI-GLASS AIN'T SO THICK WE CAN SMASH OUR WAY OUT

QUIT WHINING, TYLER JUST BECAUSE YOU LOST

OK, OK, SO I'M WORRIED THIS IS A TOURNAMENT TO THE DEATH, RIGHT? I DIED ONCE ALREADY AND I DIDN'T LIKE IT
COOL IT THEY DON'T EXECUTE THE LOSERS UNTIL AFTER THE FINAL BOUT 'LL FIGURE A PLAN OUT BEFORE THEM.
"THEN YOU BETTER THINK FAST FROM THE LOOKS OF XAVIER – THIS BATTLES FINISHING"
KEEP STILL, WIZARD, WHILST YOU FEIGN DEFEAT THE CROWD WILL NEVER BELIEVE THE VICTORY OF SCIENCE BY MAGIC
YOU DOUBT THE POWER OF MAGICK, VAMPIRE? 'TIS MORE THAN MERE ILLUSION!
ARRGGH
OK, TRIDENT KEEP IT GENTLE GOT ME A PLAN
A SON OF ATLANTIS WILL ALWAYS FIND IT HARD TO PULL PUNCHES IN BATTLE BUT FOR THE GOOD OF THE CHAMPIONS I WILL AGREE
HEY! LOOK! RAX COSWELL'S BACK WITH THE ROOKIES BET HE CAN'T KEEP UP WITH THE GREEN
HEY! WHO CAN'T
CYBER-PUNCH!
WHA

BAH. I SHOULD EXPECT SUCH TREACHERY FROM A LAND-DWELLER
HOLD IT, FISH-FACE. JUST DISTRACTING THE GUARDS UNTIL I CAN GET TO
THIS!
WE'RE FREE
GRAB THEIR GUNS AND HEAD FOR THE AMMO STORE
TRIDENT STILL OWES YOU FOR YOUR TRICKERY
NO TIME FOR THAT. WE GOTTA GET THAT AMMUNIT ON AND FREE SHADOW
AREN'T THE ONLY PEOPLE YOU'VE GOT TO BEAT, IMPOSTERS
WHO ?
YOU JUST STOLE OUR CHANCE IN THE 'DOME
SO LET'S SEE HOW YOU MATCH UP TO A REAL CYBER TEAM!
NEXT ISSUE THERE'S NO PLACE LIKE DOME

NEWS Zone

JOYSTICK TO BECOME MAJOR PLAYER

ALL THE HITS AND MORE!

Stack 'em high in the Mega Drive Jukebox

[illegible] the Video Jukebox

[illegible] VJS [illegible] Mega [illegible] Vega [illegible] games [illegible] need [illegible] VJS [illegible] Video Jukebox [illegible] the VJS [illegible] VJS [illegible]

Video Jukebox

'Revolutionary' joystick brings in new styles of gameplay

Most joysticks - although boasting of special 'features' - don't really alter the way a game is played. However, get ready for a gaming 'revolution' when the Trinix Multi-Function Joystick hits the market later this year.

The new joystick, with all the features you expect in an advanced controller, offers several capabilities never seen before in such a device. With specially developed games you get features such as: Variable Speed; allowing characters to move slow, normal or fast, Multi-Directional Movement; objects moving at any angle, 3-D Action; objects 'zooming' from background to foreground and vice versa, Dual System Capability; compatibility with Sega and 'other' systems, and Patented Programmability, which enables you to store special or multiple moves within the controller.

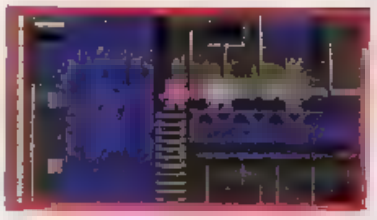
Top software houses including Electronic Arts, Virgin, US Gold, Ocean, Tengen and Sunsoft are already working on games that will support the Multi-Function Joystick's revolutionary new options.

The Trinix Multi-Function Joystick will hit UK shores in September along with some of the specially-adapted games. £45.00. More details as STC gets them.

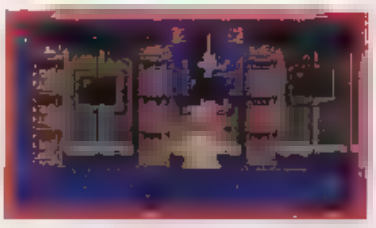
WE THREE VIKINGS

The Lost Vikings turn up on the Mega Drive

The **Lost Vikings**: Olaf The Stout, Erik The Swift and Baleog The Brave, have been kidnapped by an alien zoo-keeper called Tomator. In their attempt to escape, the trio end up on a dangerous journey through 41 levels spread across five time zones.



To complete a platform and peril-packed level, Olaf, Erik and Baleog have to make the most of their special abilities while working together. For example, Erik is not only fleet of foot – he's the only character who can jump and Olaf's multi-functional shield makes a handy platform (and a parachute for that matter). Baleog has a sword and a bow with arrows which he can use to shoot and activate switches from a distance.



Interplay's computer versions of the **Lost Vikings** picked up a strong cult following when they appeared last year, and Virgin's improved Mega Drive conversion, with a better control system and more levels, is likely to do the same when it is released in April. Incidentally, work on a sequel is coming to a close but don't expect to see anything on the Mega Drive until 1995.

NOT THE NORMY

Normy from Electronic Arts is a platform game available on the Sega Mega Drive.

[illegible] the show Normy walks out [illegible] named Pizza Dude & Turk and he has the [illegible] range [illegible] Normy [illegible] starting from pre-[illegible] the game [illegible] wacky characters [illegible] as cave people, punks [illegible] Normy's [illegible] game [illegible] by collecting such items as Drill and Cream Soda and bandages. [illegible] Normy's [illegible] by following marching orders by the player.

Normy, which was released in March, is from the same producer as Toe Jam & Earl and costs £44.99.

NEW

SHORT BURSTS

RACE FOR THE MEGA-CD

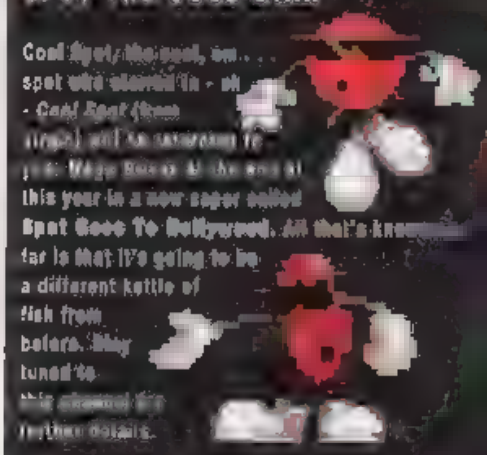
Quality games are at last beginning to appear for the Mega-CD. The latest is Mindscape's **Mega Race**. It's a racing simulation, set in the future and developed by French team Cryo. The scenery and vehicles have been designed on high-powered graphics computers and successfully cut-down and converted to the Mega-CD format. The results are undeniably pretty, unlike any other Mega Drive or Mega-CD racing title to date, but we won't find out until May how it plays.

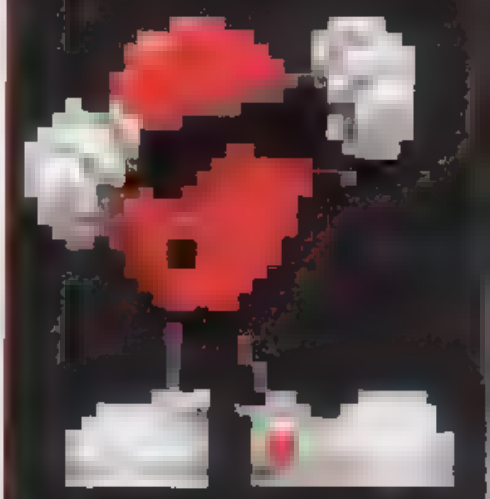
MORE SPORT FROM SENSIBLE

Sensible Golf – the follow-up of sorts to *Sensible Soccer* – has been signed up by Virgin Interactive Entertainment. Sensible Software are creating **Golf** on the Amiga computer first, but given the success of *Sensible Soccer* for the Mega Drive, the team are keen to convert it to our favourite console (but don't expect it until at least the beginning of 1995). Fingers crossed.

SPOT THE COOL STAR

Cool Spot, the cool, cool spot who starred in – oh – *Cool Spot* (from Virgin) will be returning to your Mega Drive at the end of this year in a new super sequel called **Spot Goes To Hollywood**. All that's known so far is that it's going to be a different kettle of fish from before. Stay tuned to this channel for further details.



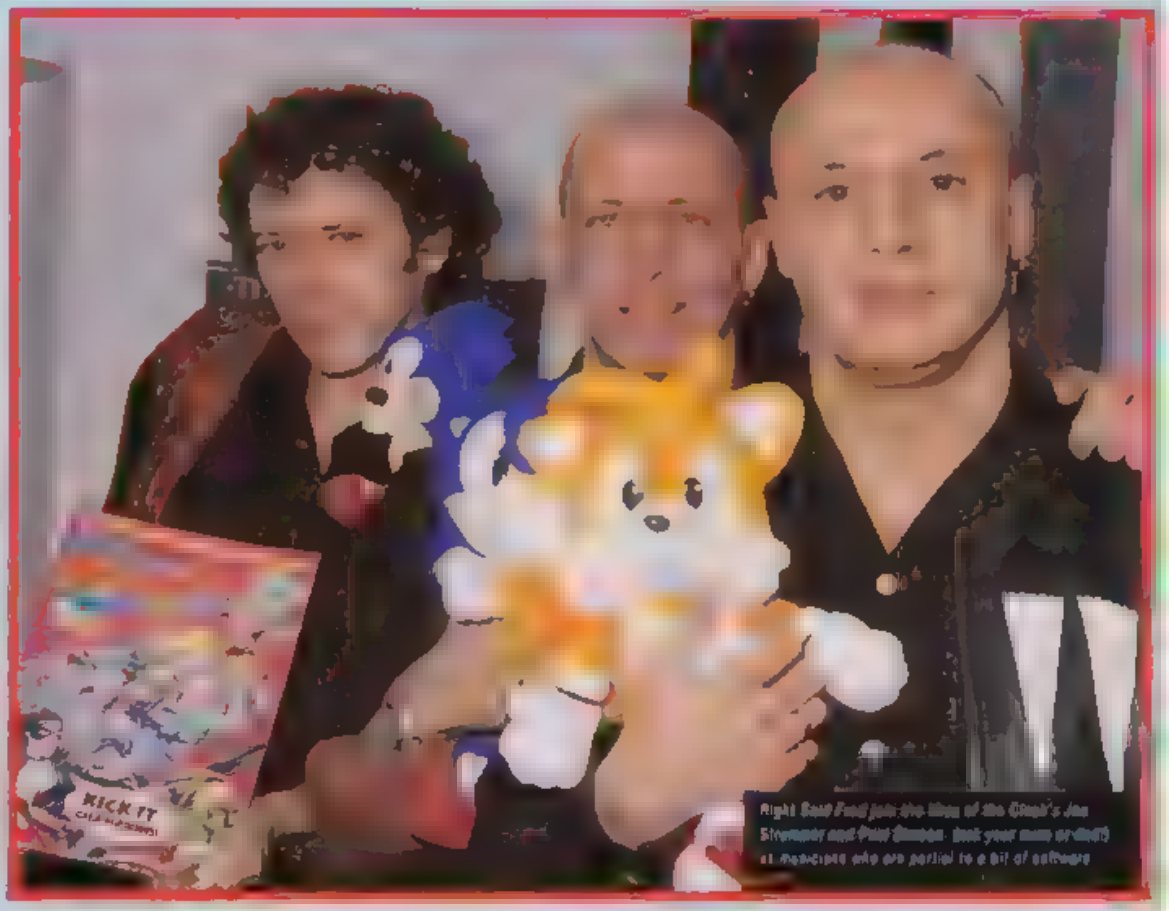


DON'T KISS JUST TALK

INTERVIEW BY DEBORAH TATE ■ PHOTOGRAPH BY STEVE COOK

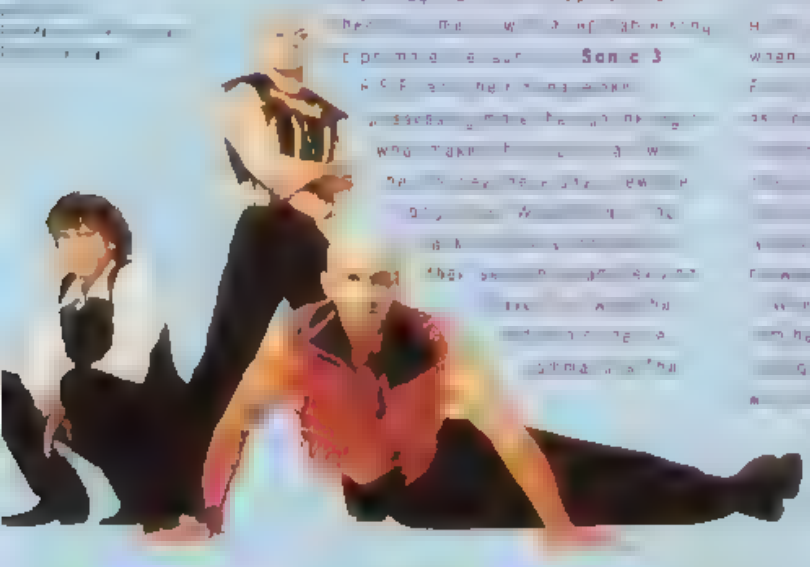
By now most [illegible] of you should be aware of the eagerly awaited **Sonic 3**, *which is now on sale. However, how many of you hard nosed Boomers have spotted the pop group Right Said Fred in Sega's recently launched Pirate TV advertisements?*

STC was commanded to meet the band and Deborah Tate was sent to find out their preferences – for hair remover and video games.

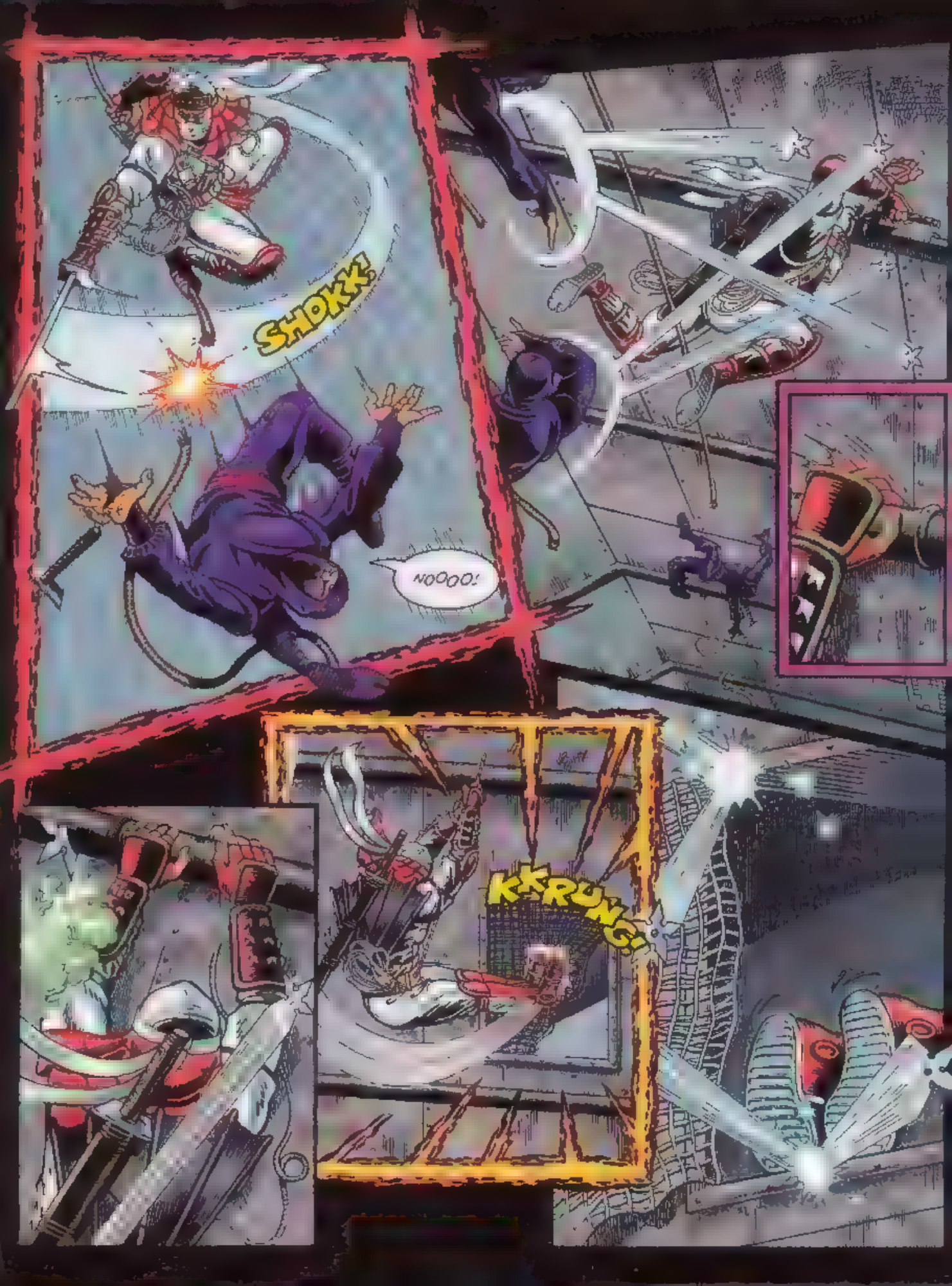


Right: Said Fred join the likes of the Clash's Joe Strummer and Paul Simonon. Best your mum or dad!) at nonsense who are partial to a bit of software

[illegible]



IPEO
NINJA MASTER JOE MUSASHI HAS COME HERE LOOKING FOR THE KIDNAPPED NAOKO AND FOUND ONLY DANGER
Shinobi
THEY MUST HAVE ORDERS TO TAKE ME ALIVE OR THEY'D HAVE CUT THE CABLE ABOVE ME
HERE IS ONLY ONE STRATEGY THAT WILL GET ME OUT OF THIS
SNIK
SNIK


SHOKK!
NOOOO!
KKRUNG!

MOUNT MOTAKA FIVE YEARS EARLIER
MY SENSE WAS NOT SAMURAI BUT A PEASANT A FARMER. HE WAS NOT BORN TO BUSHIDO THE WARRIOR'S WAY AND WAS NOT HAMPERED BY ITS CONSTRICTIONS
"HIS FAVOURITE TECHNIQUE WAS SOMETHING HE CALLED THE CHICKEN STEP."
"MY SENSE REMOVED THAT IT DID NOT MATTER WHAT ANYONE MIGHT THINK OF YOU
YOU PEASANT WHY DO YOU CARRY A SWORD AGAINST THE LAWS OF THE SON OF HEAVEN?
RUN WILL YOU DOG?
"SO HE WOULD CONTRIVE TO RUN AWAY."
"AND THEN STOP SUDDENLY SO THAT THE ATTACKER WAS TOO CLOSE TO DEFEND HIMSELF
ALL THAT WAS NECESSARY WAS THE WAINING
STOP I COMMAND YOU
AND I OBEY
AAAA
JOHN HAWKES

CHECK THE TWO BACK OFFICES AND CATCH US UP
THWAK
HURRY UP KENJE

WE THOUGHT YOU'D GOT LOST AGAIN KENJE
TRY TO KEEP UP THIS TIME
KENJE GO THAT WAY AND TRY NOT TO TRIP OVER YOUR OWN FEET!
KLNGG!
KLNGG!

Q Zone

SONIC Q&A Special

Q. I am having great difficulty with Sonic 2. Please can you offer me some cheats for the game?
Philip Fauks, Loughborough, Leicestershire; Richard Brooks, Summerhill, Nr Bosham, Sussex; Robert Gadsby, Plymouth. Devon. [illegible] game but a few [illegible]

A. There's been [illegible] from Sonic's squeaking the Sonic 2 [illegible] stand by. Here's the complete list of cheats on the Sega formats for you lucky people.

MD

• Collecting all the Chaos Emeralds is [illegible] as you may think [illegible] relatively simple when you know how [illegible] rings then proceed to the outer [illegible] emerald and reset your Mega Drive. Now go to the options screen and press Start [illegible] the game as normal. But you won't have the emerald. You can do [illegible] procedure seven times and you'll have a [illegible] emeralds.

• [illegible] level select, go to the options screen and select the sound test. Play sounds 01, 09, 05 and 17. Then [illegible] down & middle pounding. Start on the [illegible] screen, [illegible] go off to any level you want.

• [illegible] Sonic.

• [illegible] options screen and play the following sounds: [illegible] and 04. Next, highlight Player Select and press [illegible] begin on level one with 14 continues.

• [illegible] the level select cheat. First, enter the following codes using the Sound Test option on the Level Select screen: 01, 09, 05, 02, 09, 01, 05 and 04. The more observant among you will realise that this equals [illegible] Sonic Today [illegible] Sonic 2 was unleashed on the world.

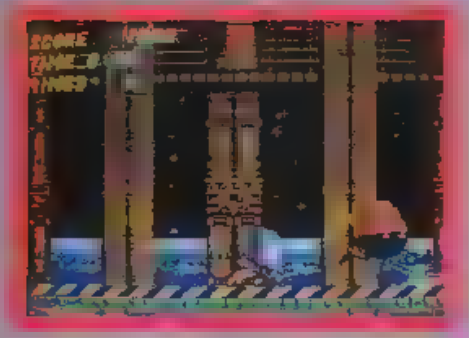
Select the stage that you want to start from and hold down [illegible] Stage. You may notice the music is scrambled, but don't worry [illegible] won't affect the game. Pressing B will change Sonic into part of the scenery. The A button enables you to go through the objects as you may place anything from a spike to a dog on screen, while selecting C will place the chosen object into the game. If you want to [illegible] the game just press B. Phew!

Q. After spending several hours on Sonic 2 for the Game Gear, I finally got right up to the Death Egg Zone with loads of lives and emeralds. I keep getting killed off by the giant Robotnik. Is there a way of stopping this?
Lorna Harding, Home Bay, Kent; Sarah Graham, [illegible] Sussex; James Jennings, Co. Down, Northern Ireland.

A. This is the second most popular question. OK! Here's [illegible] with! It seems a lot of you have trouble with this final boss, [illegible] not to have seen the only solution to end Robotnik's reign.

You must locate another to this level on [illegible] hit and you're history. When Robotnik flies over the pit, [illegible] extreme left of the screen. Wait until he looks into you with his yellow beam, and then move to the extreme right of the screen. When he leans and bends his knees, immediately jump up and hit his nose. Then run quickly to the extreme right. When he fires his arms at you, crouch down to prevent them hurling you. Keep repeating this and he'll eventually be destroyed.

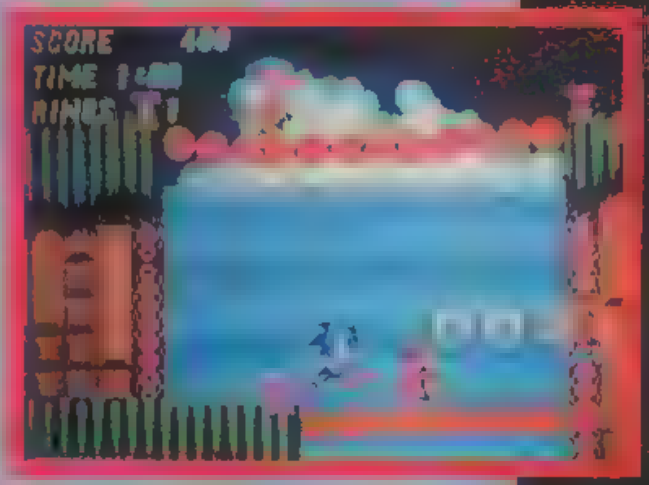
Q. I am stuck on the Metropolis Zone on the Mega Drive version of Sonic 2. I keep getting killed by Scratch Robotnik. Is there



have any tips to offer me?
Luke Forley, Co nwa
Rachael Anderson, Bolton, Manchester

A. The Metropolis Zone is one of the most difficult to get through. Dr. Robotnik strikes again and here goes an explanation on how to get rid of him.

When you see Robotnik you will not so there are spinning bubbles surrounding him. Try to time your attack so you stand by him when there are no bubbles to block your way. Then concentrate on attacking the craft above. Don't worry about the mirror images of the craft because they explode on one impact. After several hits you will have destroyed Robotnik, that is until the next level.



Unfortunately there are fewer cheats for Game Gear owners compared to those with Mega Drives. However I do have a level select for you. When a screen appears featuring both Sonic and Tails running, press Down and Left. Now hold buttons 1 and 2 and Start until the title screen appears and you hear a jingling sound. Release everything and press Start to bring up the level select option. Easy peasy!

I'm afraid there is not one level select available for Master System owners too. However I will help you to discover all those levels hidden away. To activate first make sure your machine is turned off. Plug your controller into port 2 and press up left, Diagonal and buttons 1 and 2 simultaneously. Turn the console on and keep going until the title emerges pressed on your joypad. Wait until Sonic runs completely across the screen, let go and plug the controller into port 1, press button 2 twice and the level select screen will appear.

Q. [illegible] and [illegible] glider! Please tell me how it's done.
Rebecca Evans, Queens Drive, Bedford. Chris Tate, Falmouth, Devon.

A. Another popular question from STC readers. Here goes with an explanation:

The hang-glider is quite tricky to master, but once learned it's as easy as standing up. Before getting onto the hang-glider take a run-up to it first as this gives you more lift once you're in the air. Keep pressing left on the D-pad and release as this makes the glider go up, as well as slowing it down. In certain parts the wind will also give you a push making it easier to reach the next platform safely. The key to using hang-gliding is the initial run-up. The faster the [illegible] you're travelling at on take off, the further you'll go in the air. Also, [illegible] helps.

Q. I [illegible] and need help in getting some of the Chaos Emeralds. How do you get the one in the Jungle Zone, Scrap Brain Zone and the Sky Base Zone?
Richard Johnson, Warwick, Warwickshire.
Jason Raybone, Lanesfield, Wolverhampton.

A. [illegible] playing it again to relive those fond memories.

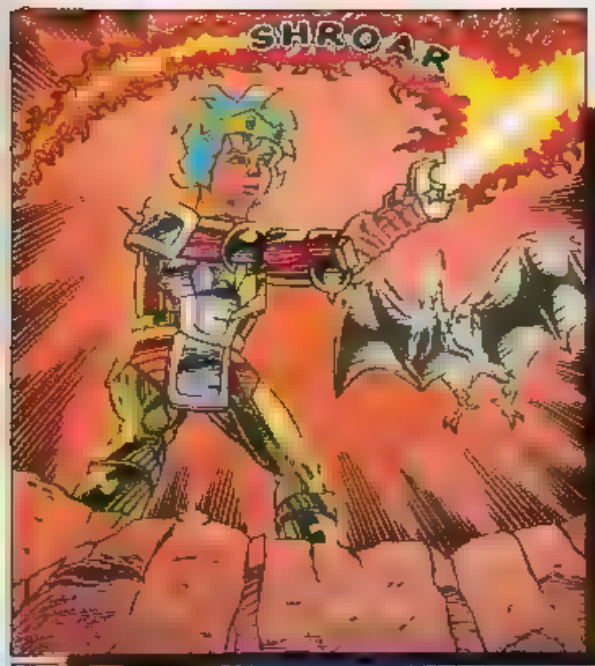
The [illegible] right until you [illegible] top-left down. When you've almost reached the bottom, go left onto a small green platform. [illegible] to the emerald.

The [illegible]
2. [illegible] head left, drop off a ledge and go right, stand on a button to [illegible] down behind you, drop through the [illegible] to the [illegible] teleporter [illegible] you happen, you'll see the emerald.

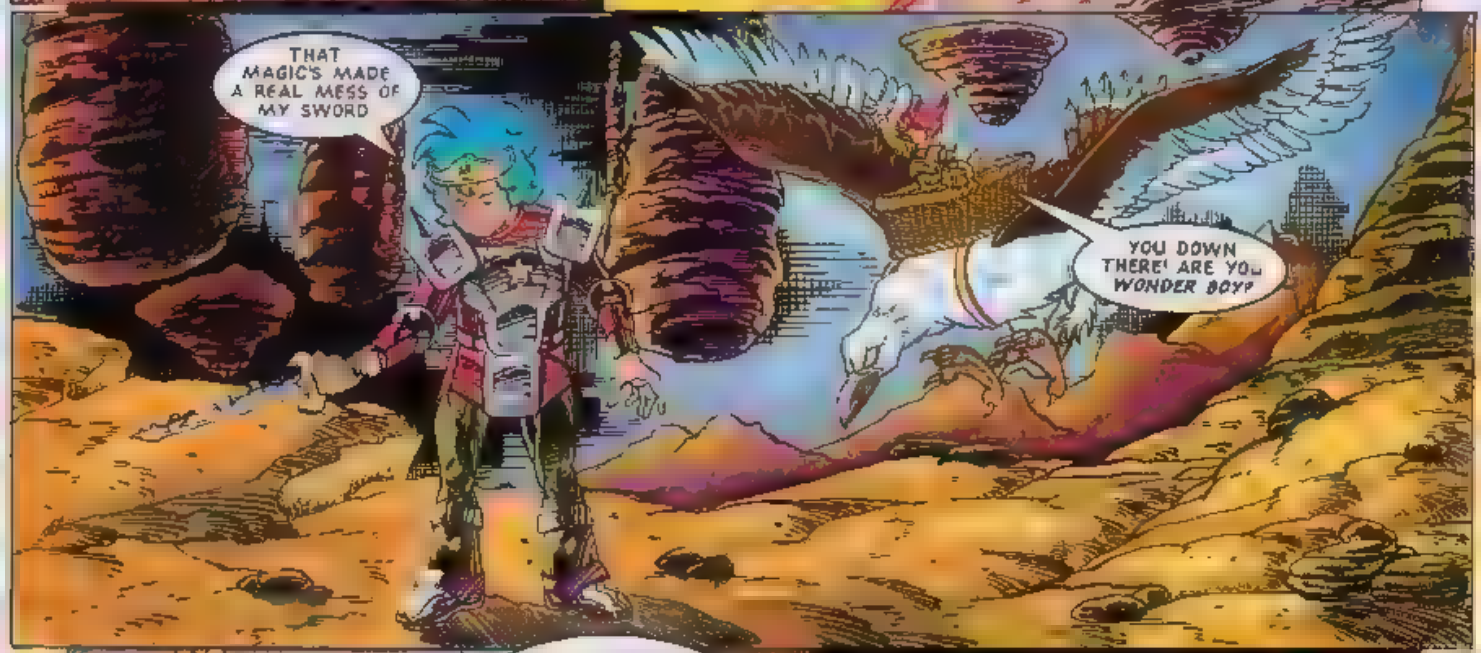
To [illegible] down [illegible] until you reach a blue ship. Jump left onto a hoverboard and left again onto a platform to pick up the emerald.

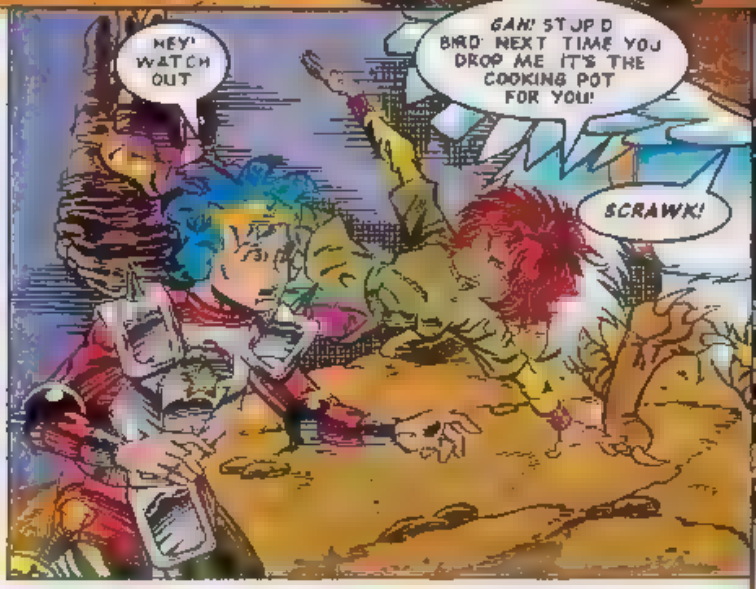
If you want to know where the emeralds are for Sonic 2, then check out STC 17 for all the info you require.

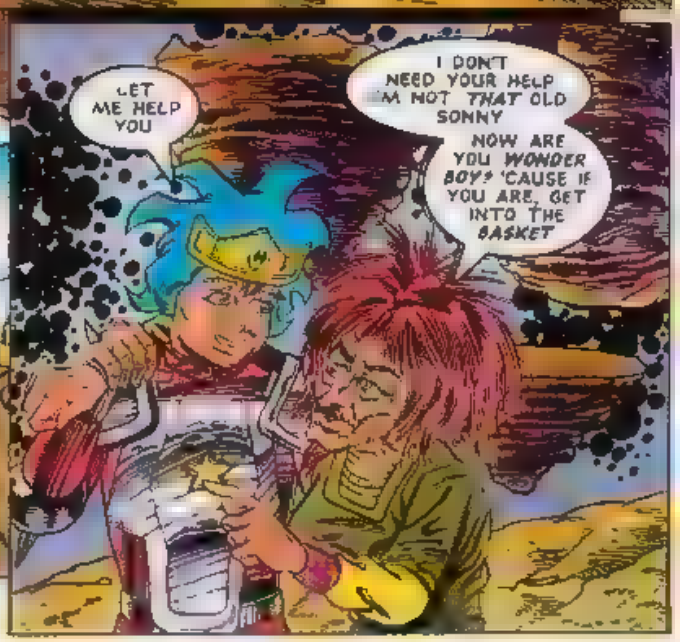
Script: Mark Evans Art by [illegible] Pulido Lettering: Steve Potter


SHROAR

SCHBOOP
FIRST TIME I'VE SEEN GHOSTS MADE OF JELLY!
SHROAR


THAT MAGIC'S MADE A REAL MESS OF MY SWORD
YOU DOWN THERE! ARE YOU WONDER BOY?


HEY! WATCH OUT
GAH! STUPID BIRD! NEXT TIME YOU DROP ME, IT'S THE COOKING POT FOR YOU!
SCRAWK!


LET ME HELP YOU
I DON'T NEED YOUR HELP I'M NOT THAT OLD SONNY
NOW ARE YOU WONDER BOY? 'CAUSE IF YOU ARE, GET INTO THE BASKET

THE HAMMERSHION!
WHO ARE YOU, OLD WOMAN?
CALL ME OLD WOMAN AGAIN AND I'LL FILL YOU IN, SONNY. I'M *LUKOUT* AND I'M A *COSMOLOGIST*, SO DON'T MESS WITH ME. STAR GAZERS ARE A *TOUGH* BREED!
HEARD YOU WERE HEADING THIS WAY. I'VE BEEN WAITING FOR YOU. HURRY UP AND GET IN.
SPECTACULAR, ISN'T IT? BEHIND US *MONSTER WORLD* FLOATS LIKE A GIANT *PLATE* IN THE VOID. IN FRONT OF US ARE THE FLOATING *SKYROCK MOUNTAINS* WHICH WERE BROKEN FROM THE RIM OF MONSTER WORLD BY AN ANCIENT CATASTROPHE.
VERY COSMIC, LUKOUT. THANKS FOR THE LESSON, BUT ARE YOU SURE THIS BASKET'S SAFE?
BY THE WAY, ARE THERE ANY MORE OF THOSE JELLIFIED GHOST'S AROUND?
THAT'S NOT JELLY, THAT'S *ECTOPLASM*. IT'S WHAT GHOSTS ARE MADE OF.
THERE ARE *LOADS* OF GHOSTS AROUND. IF THERE WEREN'T WE WOULDN'T NEED YOUR HELP, WOULD WE?
"DINOSAUR GHOSTS HAVE BEEN RAMPAGING ALL OVER OUR SKYROCK MOUNTAINS FOR SOME TIME.
"APART FROM US COSMOLOGISTS, THERE ARE ONLY PHILOSOPHERS AND POETS LIVING HERE AND THEY'D RATHER NOT FIGHT."
IT'S LUCKY US COSMOLOGISTS HAD THE GOOD SENSE TO SEND FOR HELP.
SURE TO BETTER SHOW YOU WHERE THE DINOSAUR GHOSTS ARE COMING FROM.

THAT'S THE LIGHT TOWER, MY HOME.
WHAT'S THAT BEAM OF COLOURED LIGHT FOR?
IT STOPS TRAVELLERS FROM THE VOID CRASHING INTO THE SKYROCK MOUNTAINS.
OOF! SORRY ABOUT THE LANDING. DON'T KNOW WHY I PUT UP WITH THAT GOOFY BIRD!
SO WHERE ARE THESE DINOSAUR GHOSTS COMING FROM?
FOLLOW ME.
THIS WAY, DON'T DAWDLE, SHION.
WHAT HAVE I GOT MYSELF INTO?
MOMENTS LATER, ON A LEDGE BELOW THE MOUNTAIN.
SEE THOSE STEPS? THAT'S WHERE THEY'RE COMING FROM!
HEY! THERE'S ONE BEHIND US!
GET BACK, LUKOUT.
PREPARE TO FEEL THE BITE OF MY SWORD, DINOSAUR.
ROOAARR
LOOKS LIKE THERE'S NOT MUCH SWORD LEFT TO FEEL! MAYBE YOU CAN PERSUADE IT TO BECOME A VEGETARIAN!
NEXT ISSUE › INTO THE GHOST WORLD!

SPEEDLINES

Dash off a letter, draw a quick sketch. In short, sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.

A SERIOUS SONIC FAN
Lauren Cooper,
London Colney,
Herts.
Sonic Water Fun Game Winner.

Sonic 3 for MS/GG?

Dear STC,

Can you tell me when *Sonic the Hedgehog 3* is coming out for the Master System?

David Walton, Colwyn Bay, Clwyd.
MD & MS owner.
Sonic Water Fun Game Winner.

Our pals at Sega aren't saying anything about Sonic's next appearances - 8-bit or 16-bit, David. However, they did hint that Sonic fans would have something to smile about later this year.

If You Ever Go Across...

Dear STC,

I have heard of the Sega buses travelling around the British Isles but I haven't heard of any in Northern Ireland. Do Sega plan to bring their buses over here because there are lots of Sega owners who would like to see the? If there are already arrangements for this, could you tell me where and when they will be coming over?

Carl Wright, Co. Tyrone, N. Ireland.
MD owner.
Sonic Water Fun Game Winner.

Unfortunately, Carl, as this issue was going to press the Sega bus programme for 1994 hadn't been finalised. However, STC will bring you details as soon as possible.

Info Seeker

Dear STC,

I would like to suggest a few ideas for the future:-

1. When will it be possible to order back issues of STC?
2. Cards were previewed back in issue 3 - could you offer these for free gifts?
3. Why don't you print cheats and profiles on one page side and a poster on the other.
4. Why not put more than 36 pages in each issue?

Chris Candler, Allesley Park, Coventry.
Sonic Water Fun Game Winner.

1. You can order back issues of STC from the very next issue, Chris. Aren't you excited?

*2. The Sega cards in STC 3 were not produced by us. However, watch out for your free **Eternal Champions** stickers also in the next issue (they're from the same company that made the cards).*

*3. If it's posters you want check out **Sonic The Poster Mag**, issue 3 now on sale.*

4. Good idea, I'll just suggest it to the bumes-who-think-they're in charge. What? No, it wasn't my idea! Wait - what are you doing with that spanner? Hey, bumes, I know how busy you are already. Do...stop!

Wonder-ing

Dear STC,

When is **Wonder Boy** returning to STC? Please let me know because I am looking forward to the next story.

Aaron Turner, Ferryhill, Co. Durham.
MD owner.
Sonic Water Fun Game Winner.

Wonder Boy? Coming back? No, I don't think so - wait, what's that new story at the back of this issue?

THE HILL ZONE WINS
Keith Webb, Stoughton Lane, Leicester.
MD, GG, MS owner.
Sonic Water Fun Game Winner.

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous **Tomy Sonic The Hedgehog Water Fun Games** can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The **Sonic Water Fun Game** is just part of a range of magnificent Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.

NEXT ISSUE!

YET ANOTHER

FREE GIFT!

STICK IT TO THE CHAMPIONS WITH

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A free starter set of Panini's new Eternal Champions sticker collection plus a chance to win complete sets and albums

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SONIC

TAKES ON THE PIRATES OF THE MYSTIC CAVE!

ETERNAL CHAMPIONS

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AND!

SHINOBI

WONDER BOY

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WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

.....

.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....

SCORE/ACHIEVEMENT

.....

.....

SYSTEM: (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to se as a STC strip in the future?

I THINK.....

.....

would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 22 OF STC?

☐ %